
Shadows over Riva
FROM THE ORIGINAL SOUNDTRACK OF THE COMPUTERGAME
Guy Henkel

Shadows Over Riva

1. Proud We Stand (2:30)
2. Sooth My Soul (1:24)
3. How Deep Can We Go? (2:40)
4. What A Jolly Band (2:11)
5. Hunted! (2:13)
6. To The Hilt (2:00)
7. Pondering In Solitude (2:08)
8. The Lurking Horror (2:19)
9. Te Extinguo! (2:23)
10. Deep Into The Pain (2:49)
11. Unholy March (2:50)
12. Good For Good? (2:43)
13. Fish And Ships (3:43)
14. Time To Dance (2:45)
15. Evil Under The Surface (6:16)
16. Ambush (1:23)

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All songs published by Attic Entertainment Software

Music composed and recorded by Guy Henkel
Vocals by Jörg Sommer, Christina Schulte and Guy Henkel
Fake Trumpet Solo on "What a Jolly Band" by Jörg Sommer

Album produced by Guy Henkel
Engineered and mixed by Guy Henkel

Recorded and mixed at the Noise Shop, Albstadt, Germany,
June 1996 - January 1997

Art Direction and Layout by Guy Henkel
Photography by Tom Geiger

This album is dedicated to my wife Lieu



This soundtrack to "Shadows over Riva" has posed a real challenge for me as I strived for a much more orchestral and sophisticated score than I did for "Star Trail". I had not ventured in certain areas I have used in this score before and thus went through a constant learning process. Finally I was really happy with the result. The soundtrack turned out very atmospheric and I really like the overall mood.

On this album are a couple of bonus tracks that do not, or not in this form, appear in the original computer game. Since usually in the process of writing scores I come up with a whole lot of motifs, themes and tunes that do not make it into the final soundtrack, I thought it being a good idea to present these pieces to you on this CD. First off there is the track "Fish and Ships" that I originally wrote for the sequences with the nixes and the scenes under the sea. Unfortunately in the final game we had no use for this piece. Second off there is "Time to Dance". This track I wrote for the tavern scenes. Eventually I ended up with two different tracks for the taverns where we needed only one. We picked "What a Jolly Band" to appear in the game instead of this track because it had more of a "live" feel to it.
Then there is "Evil under the Surface", a very bizarre and dramatic piece with a lot of measure and tempo changes, going through different keys and modal patterns, which is why it didn't make it into the actual game. Some of you will find familiar bits and pieces in the track though, because many of the themes and motifs have been used for the cinematic sequences and the intro to the game.
Finally there is "Ambush", a track I wrote for a good friend of mine, Ian Currie from Sirtech Software. He was looking for a track to the intro of his game "Jagged Alliance - Deadly Games" at the time and I suggested to write one for him, which he happily accepted. After doing all the orchestral stuff during that time, I was more than happy to be able to finally lay down some solid rock piece and dive-bomb "Fin", my Jackson guitar. Sad he needed a song that lasts 80 seconds only, isn't it? It was a heck of a lot of fun to do. Thanks for the opportunity, Ian.

I hope you have as much fun listening to this soundtrack as I had fun writing it.